GRAFFITI KINGDOM™

EVERYONE

E

CONTENT RATED BY ESRB

HOT·B®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PlayStation®2 FORMAT DISC:
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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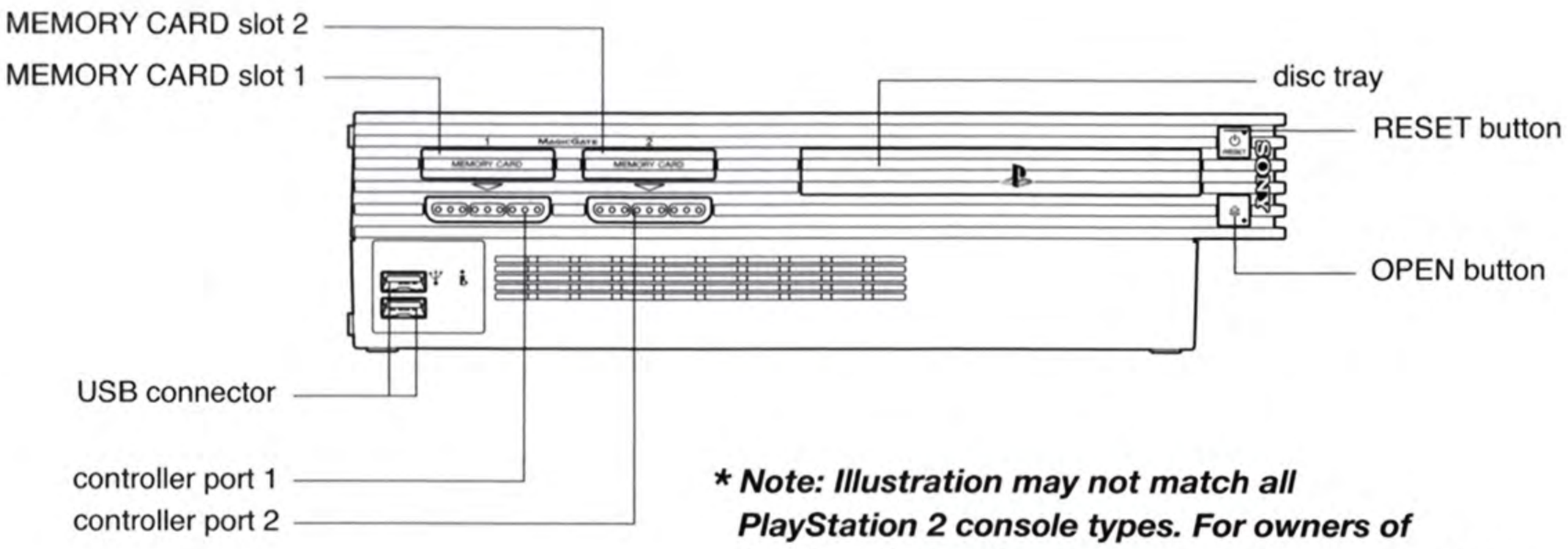
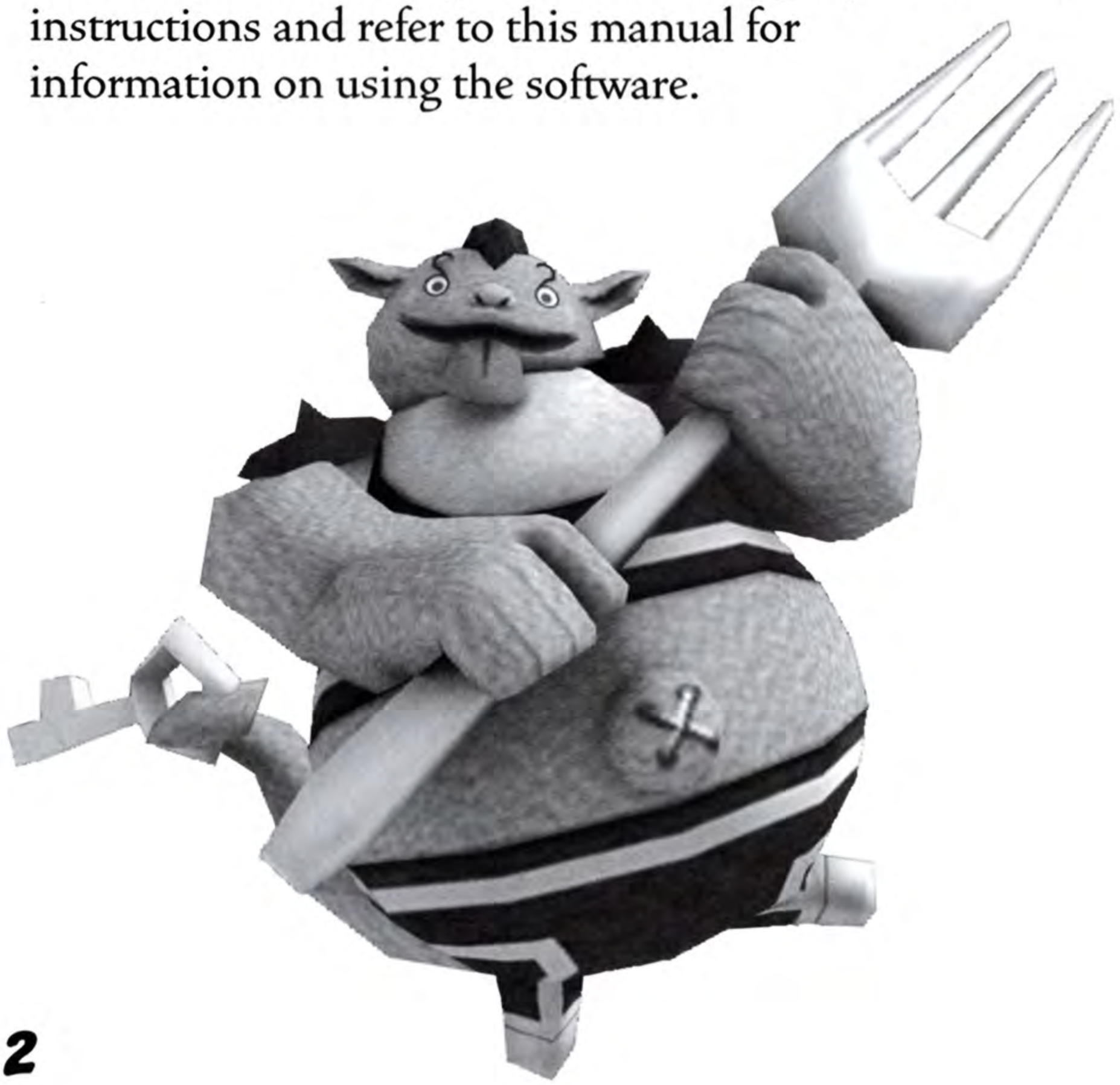
SYSTEM SETUP



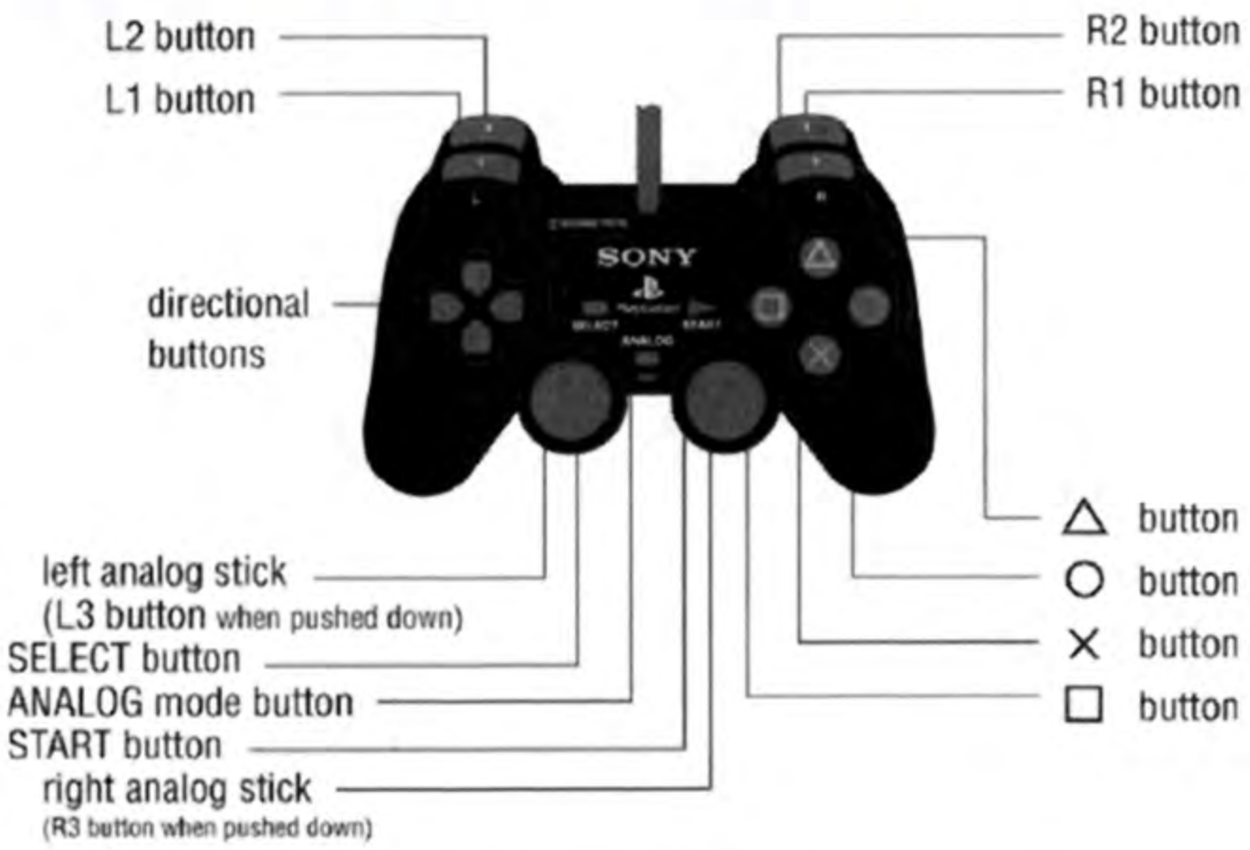
**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **GRAFFITI KINGDOM** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



START button	Display Pause Menu
SELECT button	Not Used
ANALOG mode button	LEFT & RIGHT Sticks can be used if ANALOG Mode is ON
LED Display	ON when Red

*The Vibration Mode can be set to On/Off in the Option Window (ref. pg. 8).

CONTROLS - MAIN CHARACTER

left analog stick	Move
right analog stick	Move Camera (Zoom-in, Zoom-out, Spin)
directional button	Change to set graffiti
○ button	Select / Search
× button	Return / Jump
□ button	Capture
L1 button	Resets camera.
L2 button	Resets camera
R3 button	Switch to 1st Person Camera (This will return to normal camera mode if player presses the R3 button again.)

CONTROLS - GRAFFITI

left analog stick	Move
right analog stick	Move Camera (Zoom-in, Zoom-out, Spin)
directional button	Change to set graffiti. Return to Main Character.
○ button	Attack
× button	Jump
L1 button	Resets camera.
L2 button	Resets camera..
R3 button	Switch to 1st Person Camera (This will return to normal camera mode if player presses the R3 button again.)

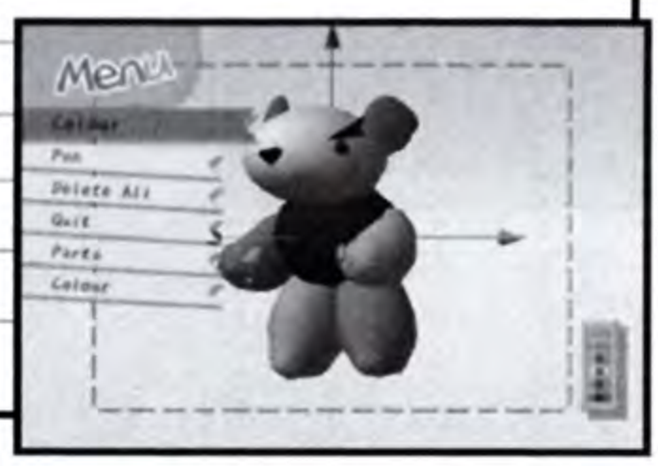
"Search": As soon as the speech in the game begins, the player can access its explanation by pressing the ○ button. In the event of a Note Monument, the player will move to the "Page Menu" by pressing the ○ button.

GRAFFITI NOTEBOOK BUTTON CONFIGURATION

If you go to the Notebook Monument during a game and press the **O** button and select the "Draw" command in the "Page Menu" (ref. pg. 14), you can open your Graffiti Notebook. (ref. pg. 17).

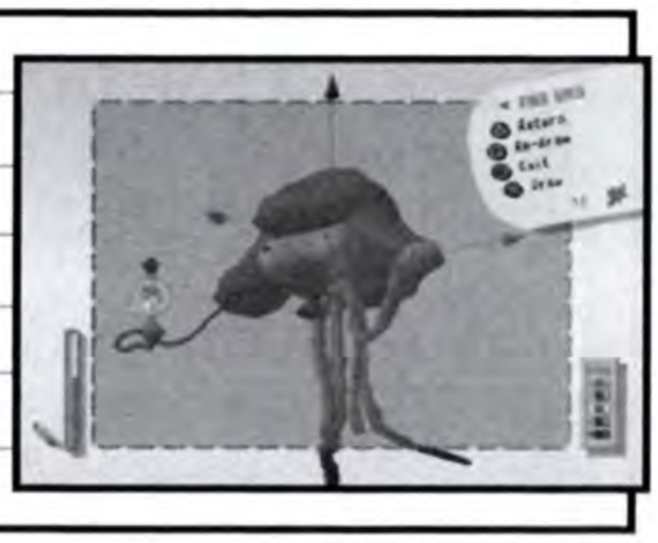
GRAFFITI NOTEBOOK CONFIGURATION - DEFAULT

left analog stick	Highlight menu option.
right analog stick	Rotate Graffiti
directional button	Highlight menu option.
△ button	Back
□ button	Display Parts Menu (ref. pg.5)
○ button	Display Whole Menu (ref. pg.5)
R1 button	Decrease Cursor Speed
R2 button	Increase Cursor Speed
L1 button	Features 1 (ref. pg.4)
L2 button	Features 2 (ref. pg.4)
L2 button + right analog stick	Camera Zoom
L2 button + left analog stick	Scroll



LINE - DRAWING BUTTON CONFIGURATION

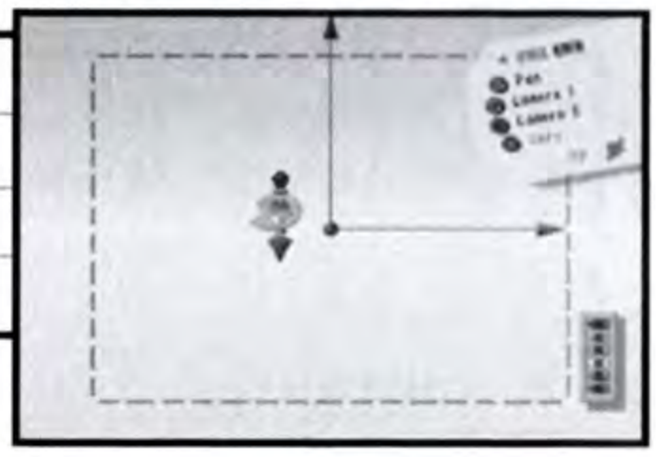
left analog stick	Move Pen
△ button	Back
□ button	Erase
○ button	Solidify Graffiti
× button	Draw
R1 button	Decrease Cursor Speed
R2 button	Increase Cursor Speed



SPECIAL FEATURE 1:

PRESS THE L1 BUTTON IN THE DEFAULT MENU OF THE NOTEBOOK

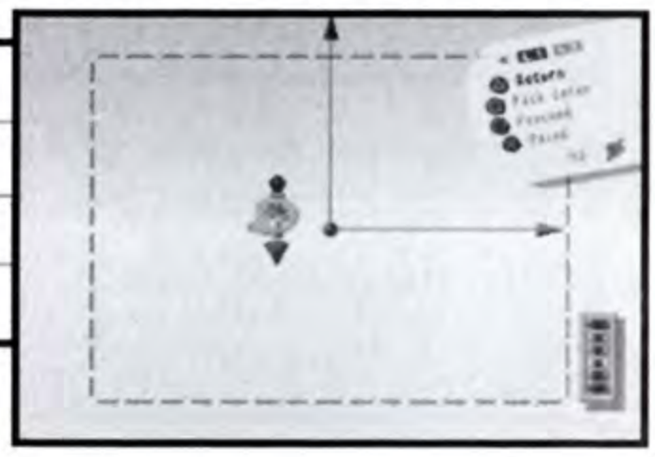
△ button	Return / Undo
□ button	Pick a Color (color selection)
○ button	Proceed / Redo
× button	Paint



SPECIAL FEATURE 2:

PRESS THE L2 BUTTON IN THE DEFAULT MENU OF THE NOTEBOOK

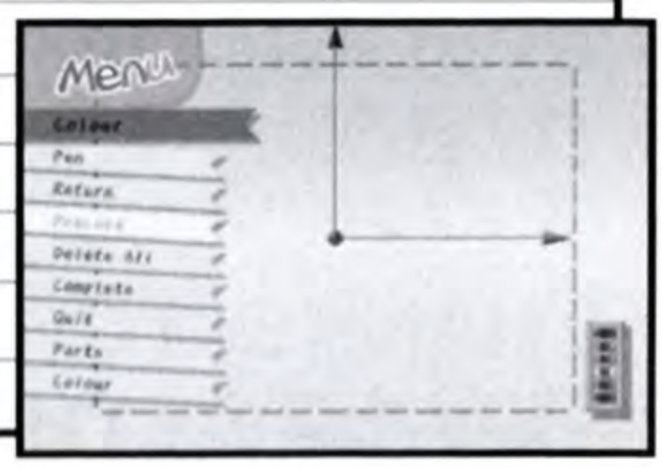
△ button	Change Pen
□ button	Camera 1
○ button	Camera 2
× button	Copy



WHOLE MENU:

PRESS THE ○ BUTTON IN THE DEFAULT MENU OF THE NOTEBOOK

Color	Select Color Palette (Select colors with the ✕ button)
Pen	Select between 3D, Pattern, & Line configurations
Return	Go back one frame.
Proceed	Continue drawing from the returned frame.
Delete All	Delete the entire graffiti.
Complete	Save graffiti, Exit Notebook.
Quit	Return to Page Menu.

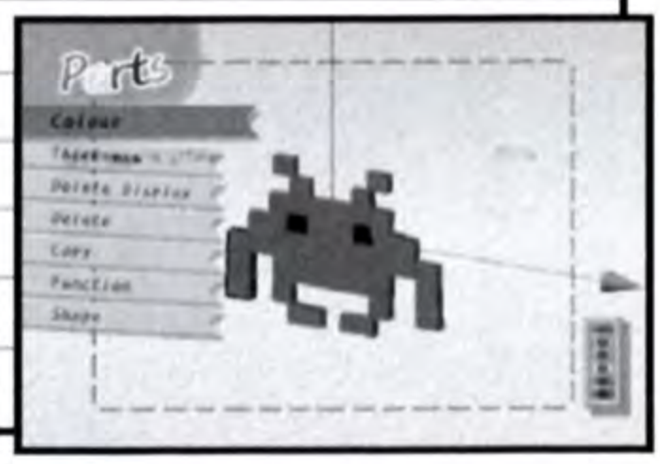


!! The various functions included on this page will increase as you go through the game.

PARTS MENU:

MOVE THE CURSOR TO PARTS YOU WOULD LIKE TO EDIT AND PRESS THE □ BUTTON.

Color	Select Color Palette (Select colors with the ✕ button)
Thickness	Change the Thickness of the Parts
Delete Display	Temporarily Hide Part
Delete	Delete Selected Parts
Copy	Copy Select Parts
Function	Change Special Features
Shape	Change 3D Shape Type



PROLOGUE

ONCE, UPON A TIME . . .

A DEMON DESCENDED UPON CANVAS KINGDOM, PLUNGING THE ONCE PEACEFUL LAND INTO A SEA OF TURMOIL AND CHAOS.

HOWEVER, GOD BESTOWED A FEW BRAVE WARRIORS WITH THE POWER OF "GRAFFITI", AND INSTRUCTED THEM TO USE IT TO DEFEAT THE DEMON.

THANKS TO THE BRAVE WARRIORS AND THEIR POWERS, THE EVIL DEMON WAS DEFEATED, AND SEALED DEEP IN THE CATACOMBS OF THE CITY UNDERGROUND, SO HE COULD NEVER WREAK HAVOC ON THE KINGDOM AGAIN.

...AND SO THE YEARS WENT BY, TO THE POINT WHERE THE STORY OF THE DEMON AND THE POWER OF "GRAFFITI" IS BELIEVED TO BE ALL BUT A MYTH...UNTIL NOW.

CHARACTERS

PASTEL...AGE 13

A magical little girl, who, disguised as a "box dog", acts as Pixel's muse throughout his journey. While her knowledge of the "Graffiti" power comes in handy, her non-stop talking tends to get on Pixel's nerves.

PIXEL...AGE 10

The main character and Prince of Canvas Kingdom. He's very energetic, but his short attention span tends to get him into trouble. With his newly acquired Graffiti Wand, Pixel will attempt to save his beloved kingdom from eternal darkness.

TABLET

A boy of the demon clan who is always looking to battle with Pixel...though for what reason, beyond boyish pride, remains a mystery.

THE EVIL BEINGS THAT GET IN PIXEL'S WAY.

DEMON AKA MEDIUM

A master of evil who, with his devils, is looking to take over the world. While he was captured and sealed by warriors 1,000 years ago, a freak accident has unwittingly (and unwantedly) brought him back into action.

STARTING THE GAME

Select the following modes from the Title Screen and press the ✕ button to begin the game.

STORY MODE

By selecting "Start New Game", you will begin a new adventure. By selecting "Continue", you will load your most recently saved data from the memory card (8mb) (for PlayStation®2) and continue from there.

!! In the event you select "Continue", the game will only read the memory card (PS2) that is inserted in MEMORY CARD slot 1.

VS MODE

Use your Graffiti Creations in either the "Collection Box" or the "Player Box" and fight against all bosses (Player VS CPU) or against another player (2P). If you have not saved your creations, you cannot play this mode.

!! The Graffiti Creatures in the "Collection Box" can only be read if the memory card (PS2) is inserted in MEMORY CARD slot 1. The Graffiti Creatures in the "Player Box" can be read whether the memory card (PS2) is inserted in MEMORY CARD slot 1 or MEMORY CARD slot 2.

MOVIE VIEWING

Here you can watch all movie segments that you have already come across in the game.

OPTIONS

Here you can adjust the Volume or turn the Vibration Setting ON/OFF. You can also turn the Gradation Effect ON/OFF.

MATCHES

You can use the creatures in the Collection Box or Player Box to take part in 1-on-1 matches against the CPU (1P Mode) or another player (2P Mode). Upon selecting "Match" from the Title Screen, select a VS Boss (1P) or VS Player (2P) match.

VS BOSSES

1. Select your creature of choice from either the Collection Box or the Player Box.

2. Upon selecting your creature, select "OK" and move to the "Boss Select" option.

3. Select which Boss you would like to fight against, and begin the match.

2 PLAYER TOURNAMENT

1. Take turns between Player 1 and Player 2 to select up to 3 different creatures from either the Collection Box or the Player Box.

2. Once Player 2 has made his/her choice and selects "OK", the menu will move to the "Select Stage" option.

3. Select your stage of choice, and begin the match.

RULE SETTINGS

"Rule Settings" can be set for all 2P matches.

BOUTS WON - Here you can set the required amount of won bouts to win the match.

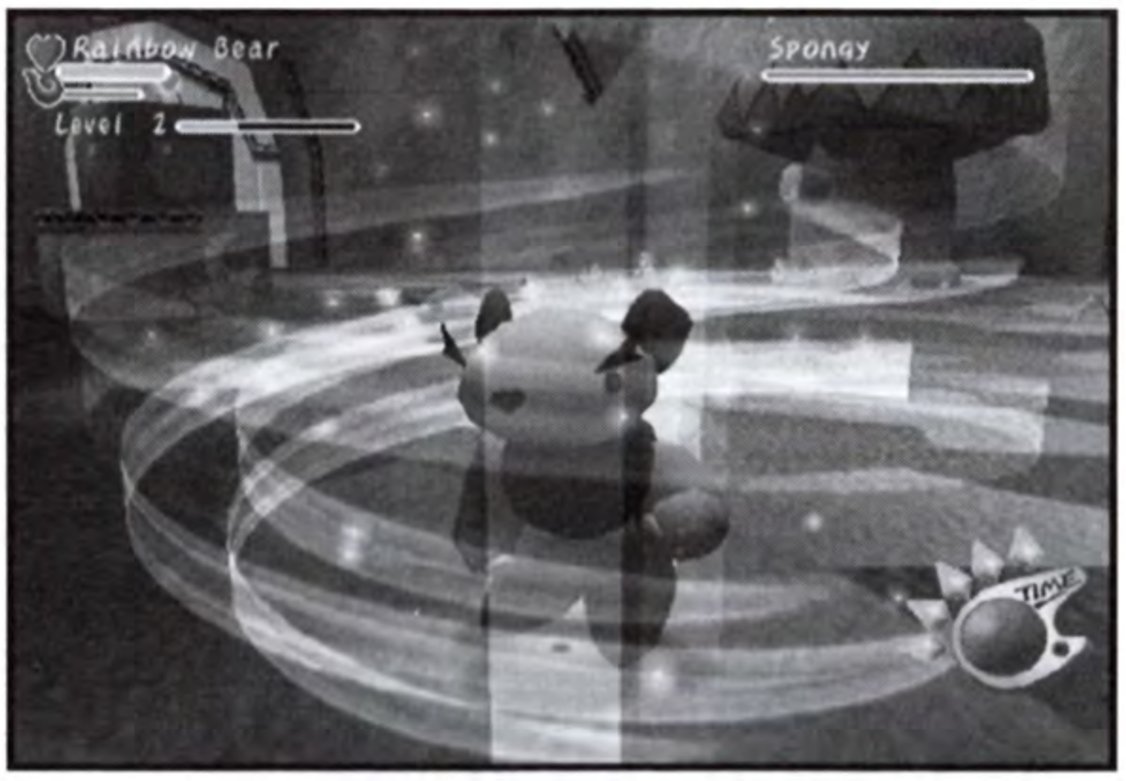
ROUND TIME - Here you can set the fighting time for 1 round (in seconds)

RETURN TO DEFAULT SETTINGS - This returns the above settings to their default positions.

THE GAME

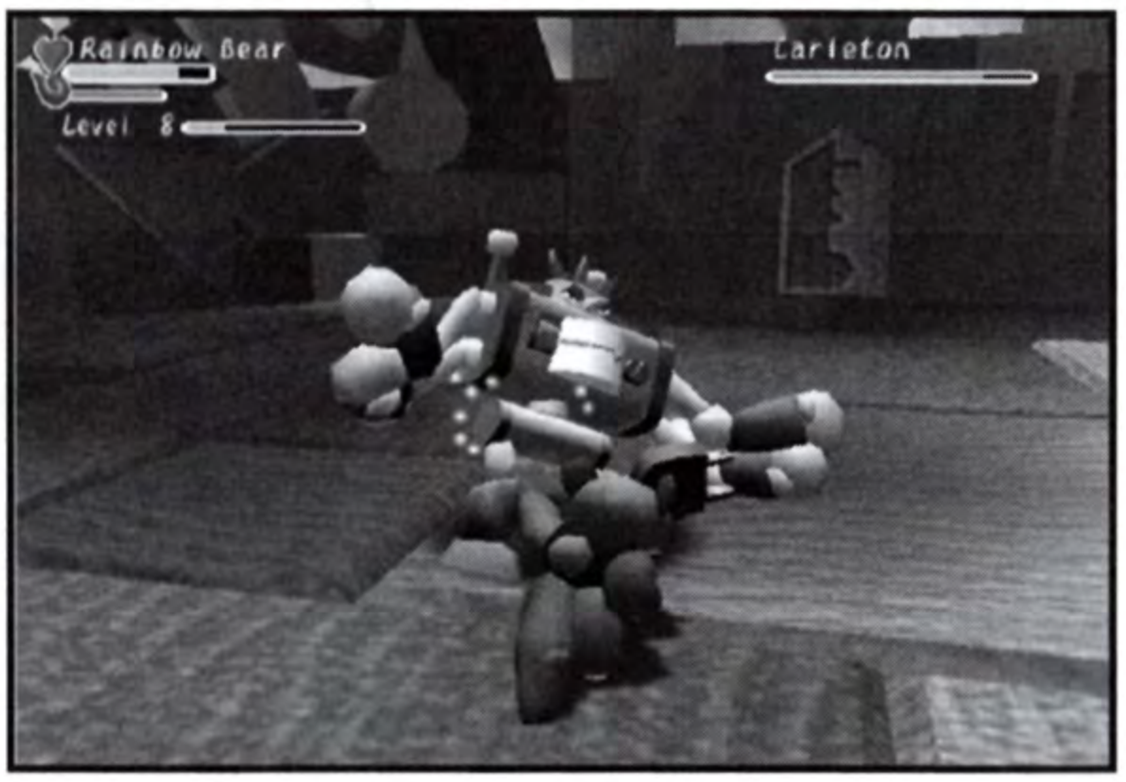
FIGHT AS YOUR OWN CREATION!

Pixel and Pastel have gone on a mission to liberate their kingdom from the vile clutches of the Demon. However, a number of little devils (evil Graffiti creatures) stand in their way. Only as a Graffiti Creature can Pixel overcome these little devils!



STRENGTHEN YOUR CREATURE!

While your Graffiti Creation may start out weak at first, as you defeat little devils and raise Pixel's level, you can add body parts to your creature and make it stronger.



DO MORE WITH YOUR GRAFFITI POWERS

Pixel can use his Graffiti powers to temporarily disguise himself as one of the little devils, after collecting a Devil Card. In addition to assuming its identity, Pixel also inherits all the powers of the little devil. You can even freely edit the devil's powers or its appearance by re-drawing the Devil Card yourself.

THE SCREEN

PLAYER STATUS

LITTLE DEVIL STATUS

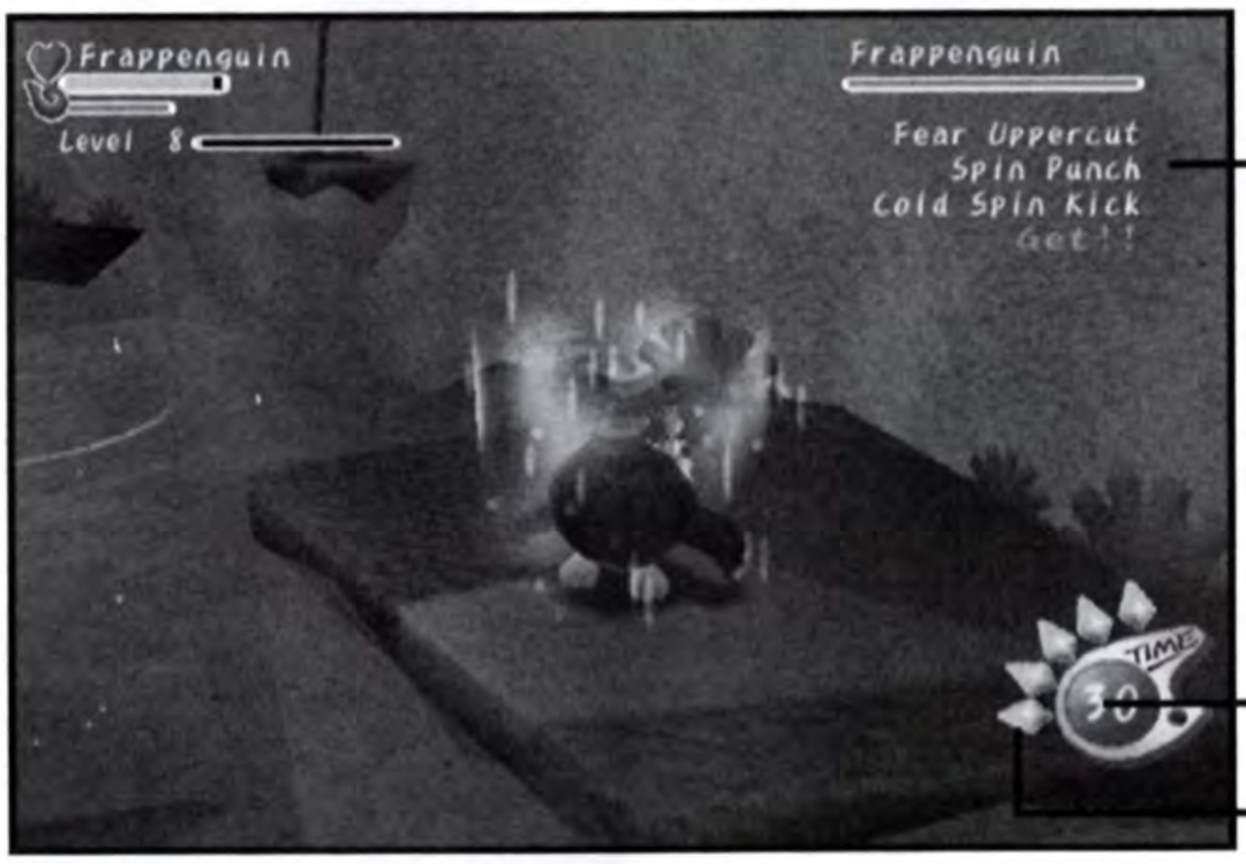
*HP = Health

AP = Attack Power

!! When your HP hits 0, the game is over. A Save / Do Not Save Window appears. After you make your selection, you will have the option to Continue or Quit the game.

CAPTURE

You can use your Graffiti Wand to temporarily transform yourself into a little devil.



Acquired Skills

Time Remaining (If this reaches 0, or if you transform into another devil or back to Pixel, it's over.

Captures Remaining

PAUSE MENU

Press the START button during game play to display the "Pause Menu" on the screen.

RETURN TO GAME SCREEN

Returns you to your current spot in the game.

RETURN TO ENTRANCE

Returns you to the beginning of your current stage. (This Option is only available if you are not near the entrance to the Stage.)

ITEMS

Items that appear throughout the game carry special powers that can help you in your adventure. Also, by collecting medals strewn throughout each stage, you can raise Pixel's Experience Points, thus making him stronger faster, and wiser.

HOW TO COLLECT THE ITEMS

Items can be collected by running into them, either as Pixel or as a Graffiti creation.

HEART - This will slightly increase your HP.
MIDDLE HEART - This will greatly increase your HP.
LARGE HEART - This will completely revitalize your HP.
BRONZE MEDAL - This will slightly increase your Experience Level.
SILVER MEDAL - This will moderately increase your Experience Level.
GOLD MEDAL - This will substantially increase your Experience Level.
PLATINUM MEDAL - This will greatly increase your Experience Level.
LITTLE DEVIL CARD - You will acquire a little devil's data.

THE CARDS

Whether they be creatures the player has created or acquired in the game, all graffiti creatures will be saved as cards. The cards will be divided in the following two boxes:

PLAYER BOX - Only the player's Graffiti Creatures can be saved here.
COLLECTION BOX - All little devil or graffiti cards collected throughout the game can be saved here.

STRENGTHENING PIXEL

Pixel's growth throughout the game is displayed by his current level. By collecting medals at each level, your Player Level Gauge will start to fill up. Once the gauge reaches 100%, Pixel's level will increase by 1.

By increasing Pixel's level, he will also gain the following:
HP - Pixel's total possible HP will increase, and will also lose less power when attacked.
AP - Pixel's total possible AP will increase, and will be able to unleash an attack for a longer duration.
ATTACK STRENGTH - The strength of Pixel's attacks will increase, causing more damage to his enemies.
ATTACK COMBO - You will be able to set up an Attack Combo with the □ button (ref. pg. 23) and unleash it.
NOTEBOOK FUNCTIONS - Useful skills and functions will be added to your Graffiti Notebook, allowing you to increase the strength of your creatures.

CAPTURING THE LITTLE DEVIL

Instead of fighting the little devils, you also have the option of "capturing" them with your Graffiti Wand. If the capture is successful, you will turn into the captured devil for a limited time. After your time has run out, you will turn back into Pixel. Also, should you capture and change into other devils during your time as the captured devil, you cannot go back to the identity you originally assumed. You will have to capture the same devil again.

In addition to assuming the devil's identity, you also collect its powers. These powers can be edited in to your future creations (ref. pg. 19). If a particular devil's powers catches your eye, be sure to capture it. However, be wary of which ones you capture, as there is a limit to how many can be captured.

*If you go near the Notebook Monument as Pixel, your Devil Capture meter will be reset.

As Pixel, wave your Graffiti Wand and capture a devil with the □ Button.

THE STARS THAT APPEAR IN THE TOP RIGHT CORNER OF THE SCREEN SHOW THE NUMBER OF MOVES THIS ENEMY HAS THAT YOU CAN ADD TO YOUR POOL OF ATTACKS.

If you succeed in the capture of a devil, the devil will be covered in a ball of light.

NOTE: YOU ARE ONLY TRANSFORMED FOR A LIMITED PERIOD OF TIME!

Pixel will then be covered in light, and will start transforming into the captured devil.

THE DIAMOND ON THE BOTTOM RIGHT CORNER OF THE SCREEN SHOWS THE NUMBER OF CAPTURES YOU HAVE REMAINING.

Use your time as a devil to learn of the new powers you have acquired!

THIS WILL END AS SOON AS YOU TRANSFORM INTO OTHER DEVILS OR BACK TO PIXEL.

PAGE MENU

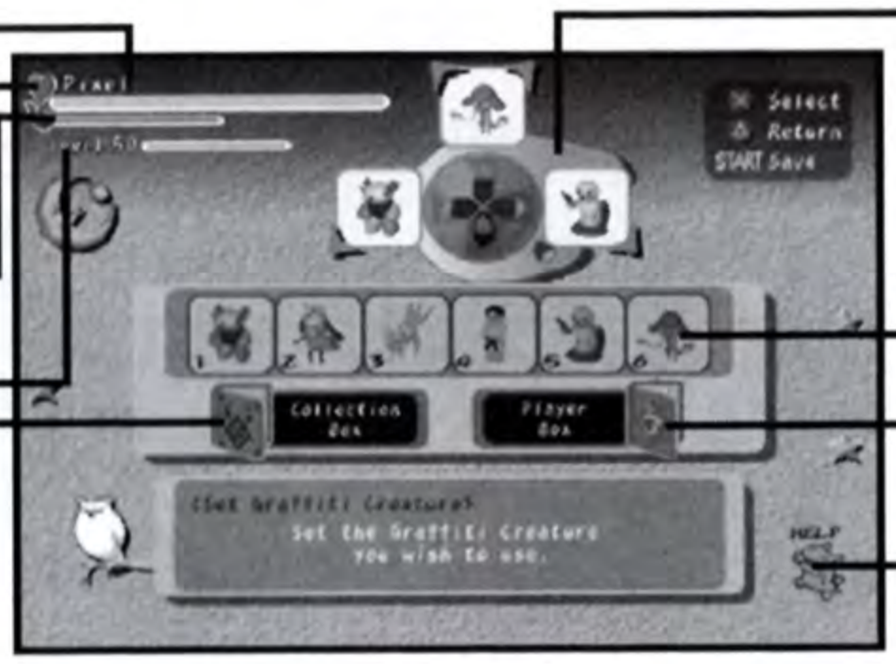
The "Page Menu" can be accessed when you access the Notebook Monument as Pixel. By pressing the START button in the Page Menu, you can save your game progress.

SAVING YOUR PROGRESS

Game data can be saved to the memory card (PS2) in up to 3 separate files.

!! If you wish to save your game data, insert a memory card (PS2) with at least 811KB of free space. In addition, the game will only recognize a memory card (PS2) inserted in MEMORY CARD slot 1.

Here you can check your status, or create and save numerous settings to your creations. In order to return to the game, press the △ button in the Page Menu.



GRAFFITI CREATURE STORAGE

This is where all graffiti creatures you can transform into are stored.

BUTTON CONFIGURATIONS

1. Move the cursor with the directional buttons and select "Set Graffiti Creature".

2. Select your Graffiti Creature of choice with the directional buttons and press the ✕ button.

3. Select the Graffiti Creature set from the "Card Holder" with the directional buttons and press the ✕ button to finalize your selection.

EDITING THE CARD HOLDER

Upon selecting the Creature you wish to edit from the "Card Holder", 6 options will be displayed on-screen.

DRAW GRAFFITI CREATURE - REF. PG. 19

Upon selecting "Card Holder" where nothing has been drawn, you will be able to start a new Graffiti Creation. Should you already have a creature in the works, you will be able to add additional parts to it.

ATTACK EDIT - REF. PG. 22

Here you can change the attack moves of your creation.

SAVE TO PLAYER BOX

Here you can save your selected creation to the "Player Box" within the memory card (PS2). You can save your creature at any time, whether you are fully or partially done with it.

BUTTON CONFIGURATION

1. Select the MEMORY CARD Slot where the memory card (PS2) is inserted.

2. Select "Card Pocket" within the Player Box, and save your creation to the "Card" file.

!! Up to a total of 12 Card Pockets can be created in the memory card (PS2). Up to 12 Graffiti Creations can be saved on each Card Pocket. In order to create one Card Pocket, a memory card (PS2) with at least 556 KB of free space will be needed.

DIFFERENT GRAFFITI CREATION SETS

Select Graffiti Cards from one of 2 boxes and set them in the "Card Holder".

BUTTON CONFIGURATION

1. Select either the "Collection Box" or the "Player Box".

2. The "Card Pocket" within the box will be displayed. With the directional buttons, set the Graffiti Creature you would like to set in the Card Holder and press the ✕ button.

!! If you do not wish to delete the Graffiti Creature selected from the Card Holder, be sure to save your creature to the Player Box.

CHANGE THE NAME

Change the name of your selected creature here. Refer to "Naming Your Graffiti Creature" on page 21 for the Button Configuration.

CLEAR CARD HOLDER

Delete the selected creature from the Card Holder.

CHECKING THE COLLECTION BOX

The "Collection Box" is a storage space where all cards collected throughout the game are saved.

BUTTON CONFIGURATION

1. Move the cursor with the directional buttons and select "Collection Box".

2. Select "Card Pocket" within the Collection Box.

3. You can view the cards within the pocket by using the directional buttons. In addition, by selecting a card with the ✕ button, you can set that card in the Card Holder.

!! If you do not wish to delete the Graffiti Creature selected from the Card Holder, be sure to save your creature to the Player Box.

CHECKING THE PLAYER BOX

The "Player Box" is where you can save all your graffiti data. After selecting the "Save to Player Box" command in the editing menu of the Card Holder, you can check the current state of your Graffiti cards.

BUTTON CONFIGURATION

1. Move the cursor with the directional buttons and select "Player Box"

2. Select the set MEMORY CARD Slot set by the memory card (PS2).

3. Select the "Card Pocket" option within the "Player Box" window.

4. You can view all cards in the Card Pocket with the directional buttons. Also, by selecting a card with the ✕ button, the "Edit Menu" will be displayed.

SET TO CARD HOLDER

Here, you can set your cards in the Card Holder.

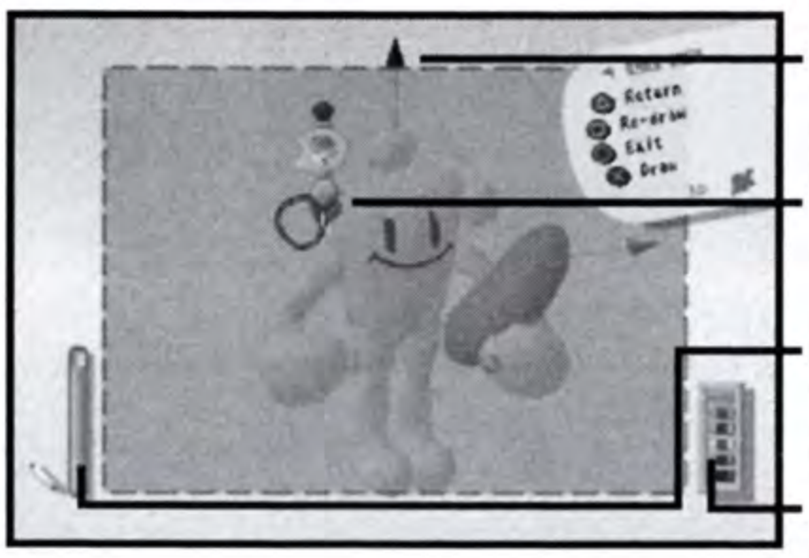
!! If you do not wish to delete the Graffiti Creature selected from the Card Holder, be sure to save your creature to the Player Box.

DELETE CARD

This command allows you to delete one of your creature files from the Card Pocket.

THE GRAFFITI NOTEBOOK

The Graffiti Notebook can be found in the "Page Menu". Select the "Card Holder" option in the Page Menu, then select the "Draw" option in the Editing Menu in order to access the Graffiti Notebook. The notebook allows you to create, or edit, your Graffiti creature. The options displayed below will gradually be added to the notebook as you progress through the game.



ARROW - The direction the green arrow is pointing to is the front of your Graffiti creation.
PEN - Move this to draw your graffiti.

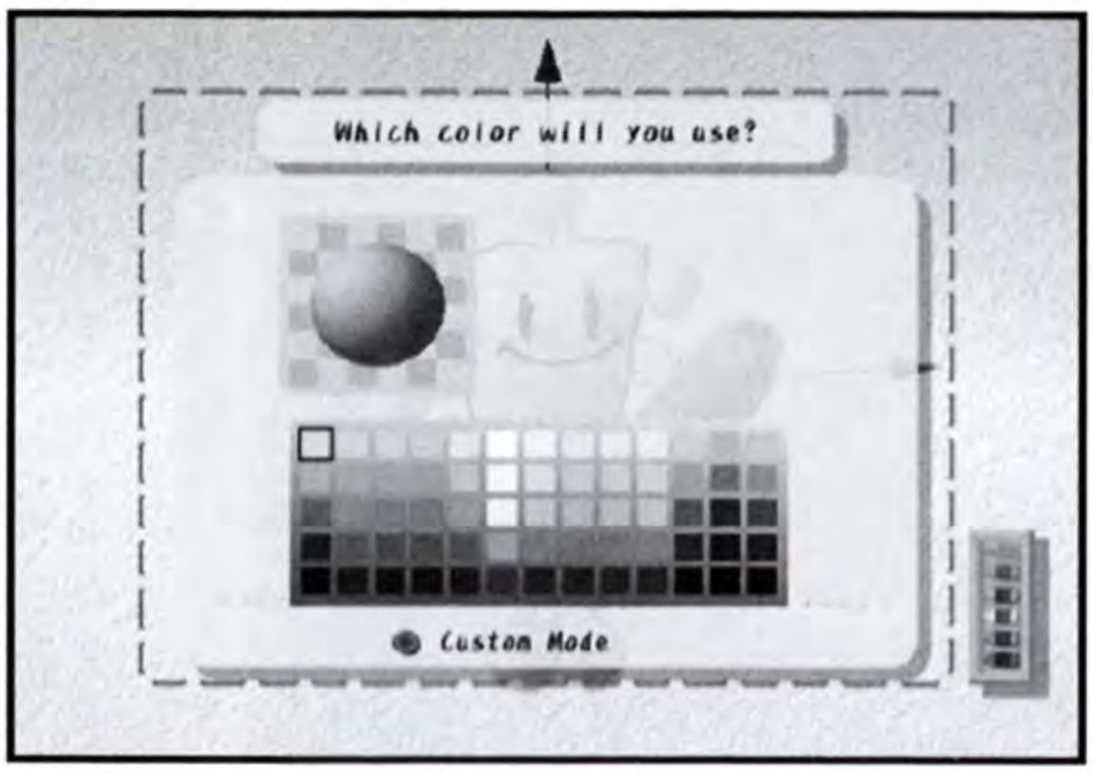
LINES REMAINING - The number of lines you have left to use on parts.
POWER REMAINING - The number of lines you have left to use on the whole creation.

THE FULL BODY MENU

Press the ○ button to display the "Full Body Menu". Make your selections with the directional buttons and press the ✕ button to finalize them.

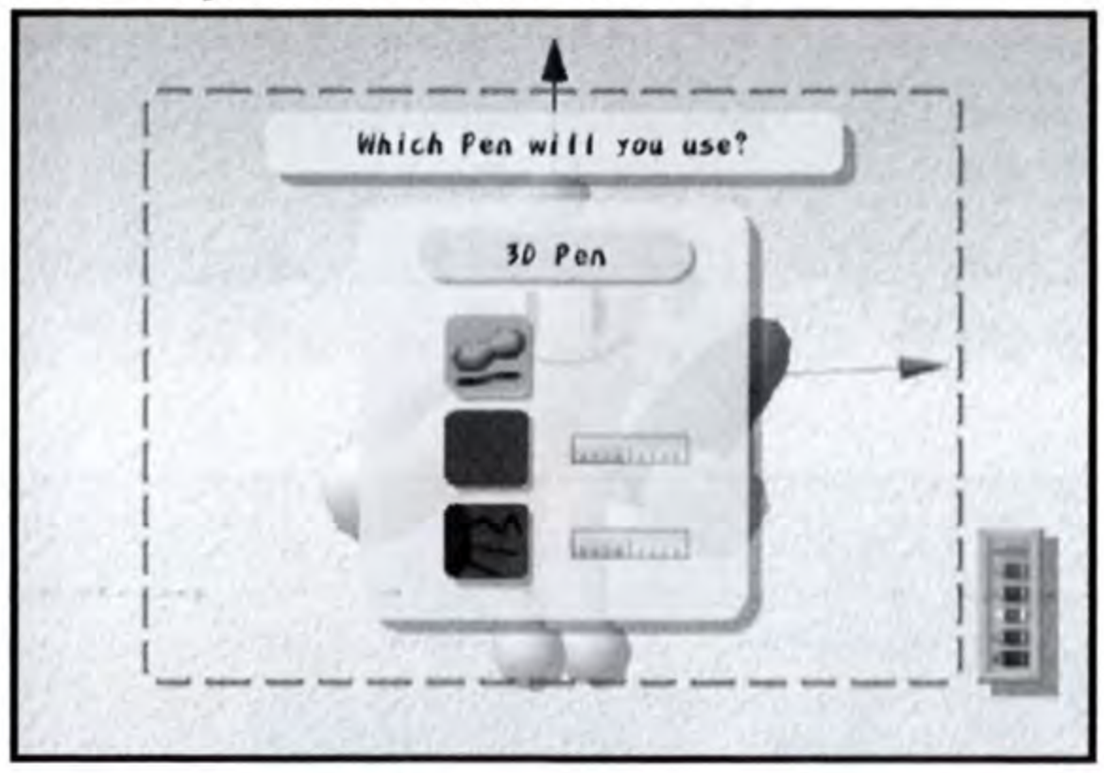
COLOR

Select the Pen Color



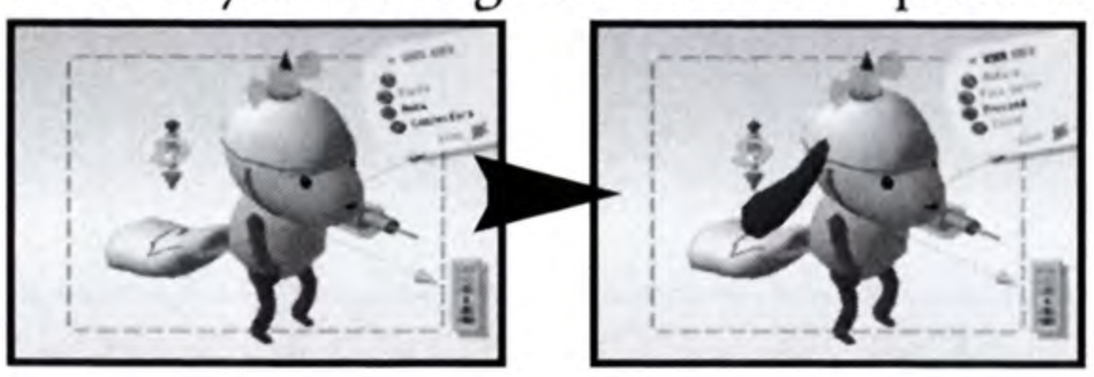
PEN

Select a 3D, Pattern, or Line Pen



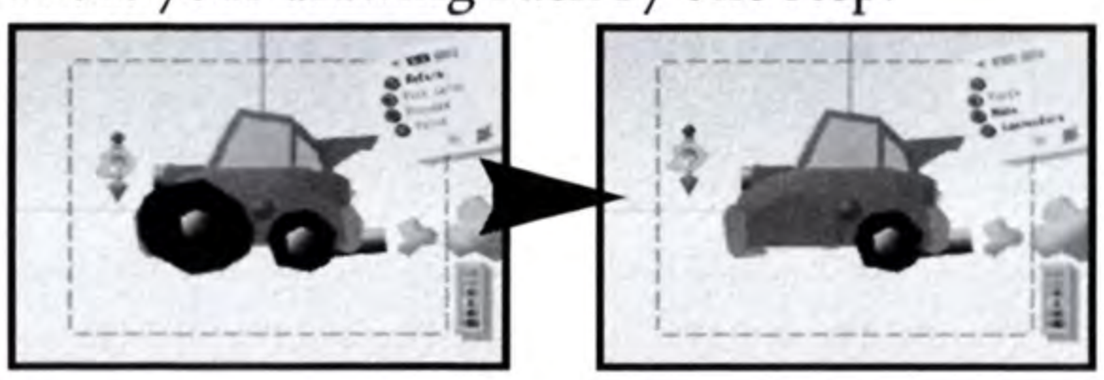
PROCEED

Continue your drawing from the returned position.



RETURN

Move your drawing back by one step.



DELETE ALL - Delete the entire drawing.
COMPLETE - Finalize your graffiti creature, and save it to the Graffiti Notebook.
QUIT - Cancel your drawing and return to the Page Menu.

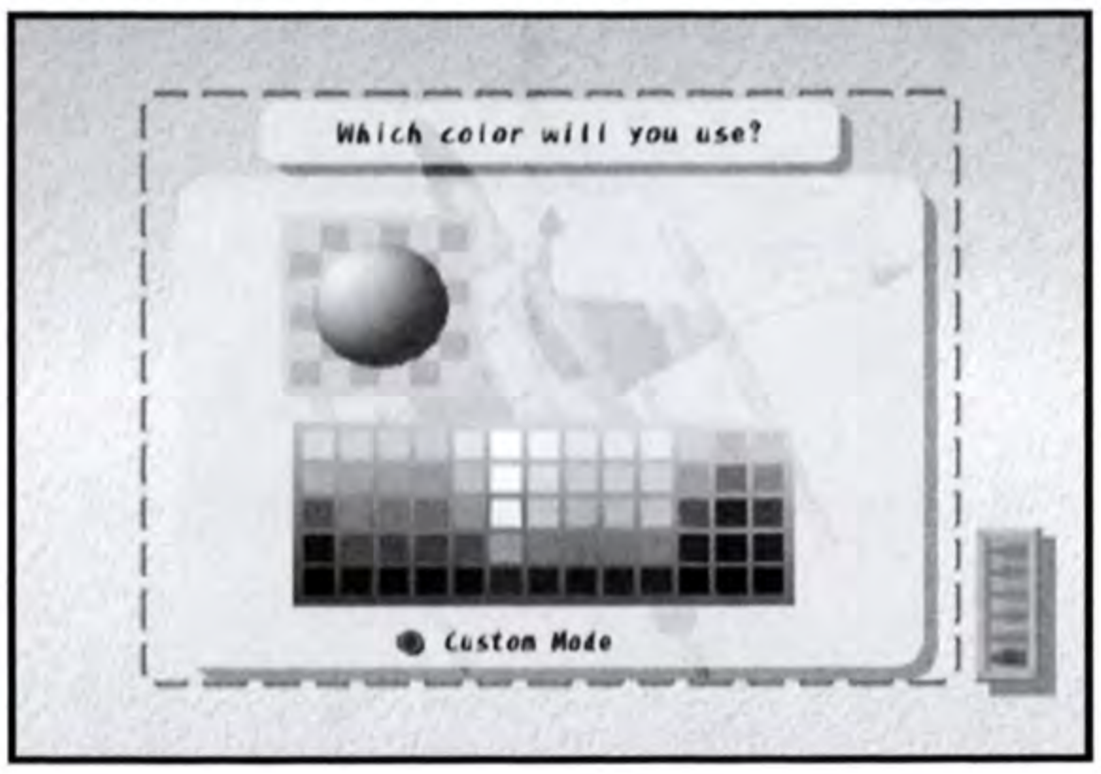
!! Even after selecting "complete" in the Graffiti Notebook, you will not be able to save your drawing. If you wish to save your drawing(s), save to the memory card (ref. pg. 14) or to the Player Box (ref. pg. 15).

THE PARTS MENU

Move the Pen to the part you wish to edit and press the □ button to bring up the "Parts Menu". This allows you to make changes to any part you select.

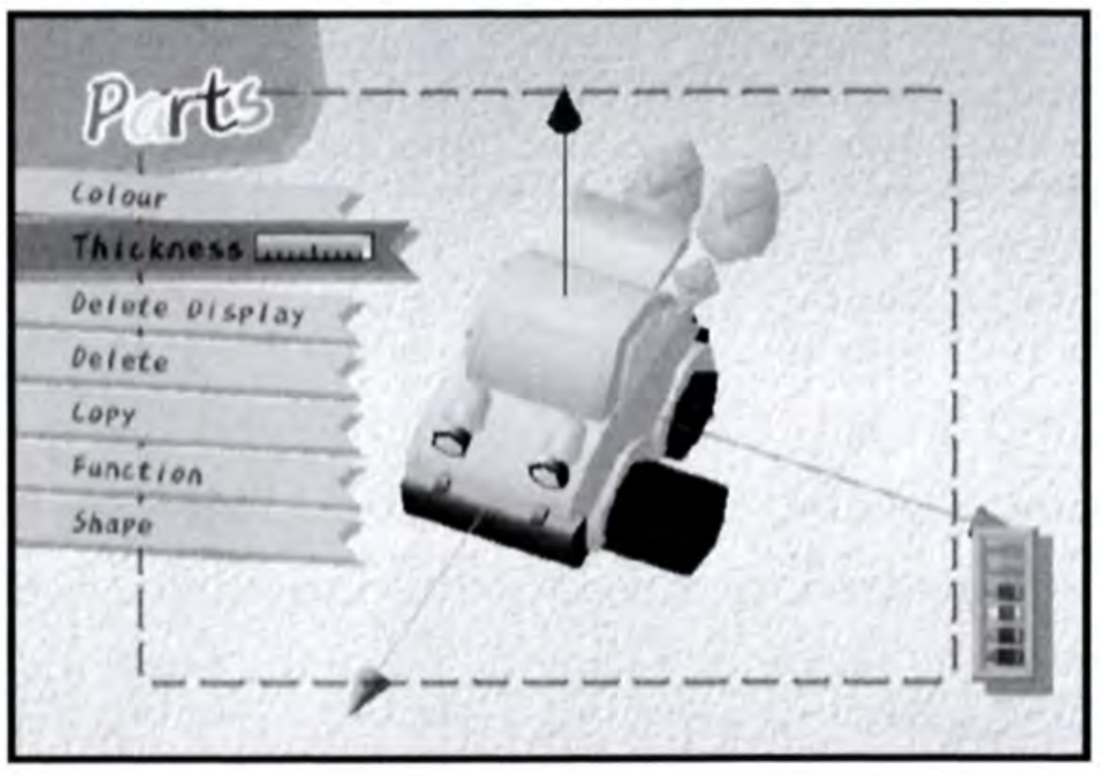
COLOR

Change the color of your parts.

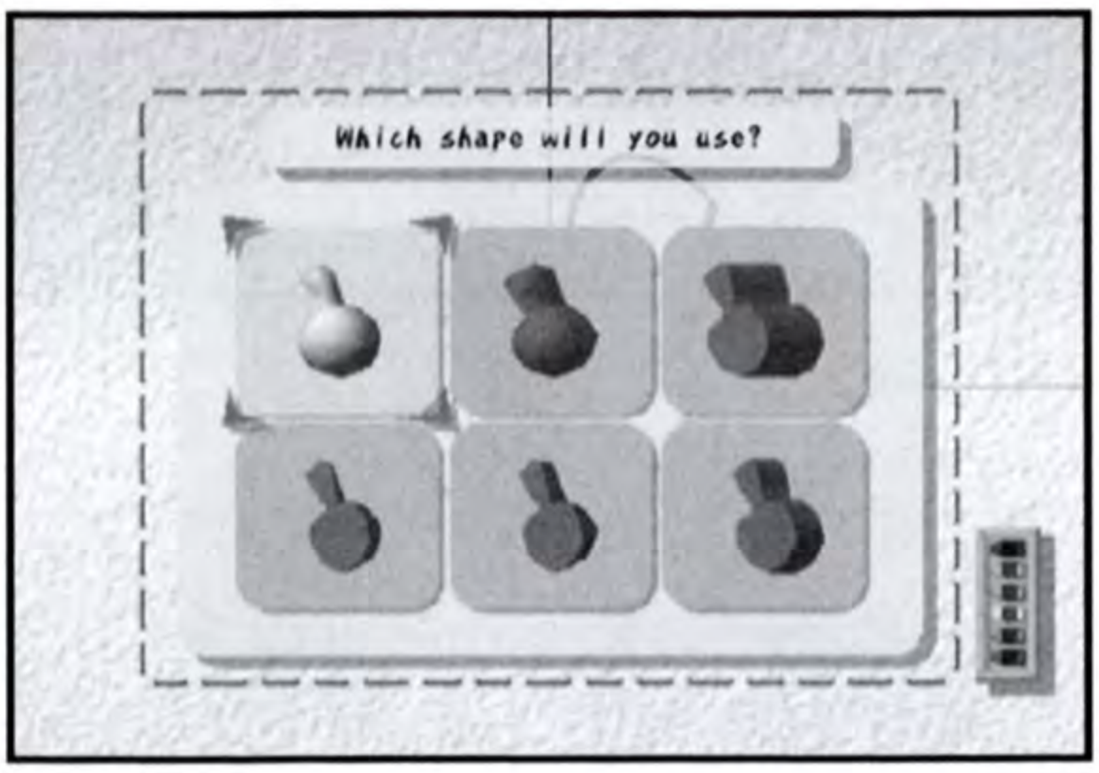


THICKNESS

Change the thickness of your parts.



DELETE DISPLAY - Hides all selected parts
DELETE - Delete all selected parts and all other parts attached to them.
COPY - Copy all selected parts.
FUNCTION - Change the function of all selected parts.
SHAPE - Change all selected parts to a 3D shape.



THERE ARE MORE FUNCTIONS YOU CAN USE!

SELECTABLE FUNCTIONS

MOTIONLESS - Immobile parts that serve no function.
LEG - Leg parts that allow you to Jump or Kick.
ARM - Arm parts that allow you to Punch or Block enemy attacks.
CURVE - Extra parts that bend.
SPIN - Extra parts that spin.
TAIL - Tail parts that can be used to attack.

CREATING A GRAFFITI CREATURE

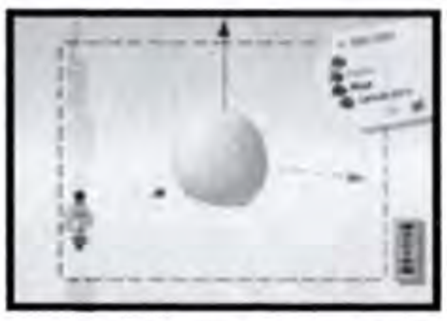
The following will explain everything about creating a Graffiti Creature, from basic shape-drawing to more advanced feature implementation.

STEP 1: DRAWING THE BODY

Go to the "Graffiti Notebook" menu and press the ○ button, which will display the Full Body Menu. Once you have decided on the color, click on the pen and start drawing the body.

Keep the ✕ button pressed, and use the left analog stick to draw a shape.

Your shape will solidify when the line intersects itself, or when you press the ○ button. Six different 3d versions of your shape will appear. Highlight the shape that you want by using the directional buttons and press the ✕ button to select your shape.



Use the left analog stick to rotate and examine your new 3D shape.

"3D-FY" YOUR SHAPE!

ONE POINT

There is a limit to how much "line" (ink) you can use. If it looks like you will run out before you can complete your shape, press the □ button to backtrack and start over again.

STEP 2: ADDING THE PARTS

Move your cursor to the region of the body where you would like to add a part, and press the ✕ button to add a connector.

Rotate the body with the left analog stick. Draw a part onto the body from a different angle than what was originally displayed.

This allows you to draw a more lifelike, 3D part rather than a mere 2D rendition that was initially displayed.

Legs would be a good set of parts to start off with. Upon selecting the function "Legs", your first parts will be finalized.

GOOD JOB! NOW TRY DRAWING A NEW SET OF PARTS!
RETURN TO THE GAME TO CHECK HOW YOUR CREATURE MOVES.

ONE POINT

The number of "functions" of the various parts will increase as Pixel's level increases.

STEP 3: EDITING THE PARTS

You can make various changes in the color and shape of your creature's parts. Move the Pen to the part you wish to edit and press the □ button to display the "Parts Menu".

I WANNA CHANGE THE COLOR OF THE LEGS!

Move the Pen to the legs, press the □ button, and select "Color".

Select your color of choice and press the ✕ button.

Lo and behold, the color of one leg has changed!

HOW ABOUT MAKING MY TAIL THICKER?

Move the Pen to the tail, press the □ button, and select "Thickness".

Use the directional buttons to select the tail's thickness.

Now that is one majestic tail!

NAH, I DON'T NEED ANY EXTRAS!

Move the Pen to the extra part, press the □ button, and select "Delete".

Voila, it's gone!

STEP 4: SPECIAL FEATURES YOU CAN HAVE FUN WITH

You can copy your parts and paste them onto a different section of the body.

Move the Pen to the parts you wish to copy and press the button. Select "Copy" from the Parts Menu.

Go to the section of the body you would like to paste the parts onto, and press the ✕ button. Press the ○ button to finalize your selection.

Select how you wish to paste the copied part(s).

Identical parts have been successfully pasted onto a different section of the body.

ONE POINT

As Pixel's level increases, you will receive more special features. The game will temporarily save all copied parts. You can make multiple copies of the parts by holding down the L2 button and pressing the ✕ button.

STEP 5: THE FINISHING TOUCH

Finalize your creature with some pattern or color changes.

I'LL ADD SOME PATTERNS AND WHISKERS.

Press the ○ button to open the Full Body Menu, and select "Pen".

The "Pattern Pen" allows you to add patterns to your parts. After selecting the color and thickness of your choice, start drawing.

Use the "Line Pen" to draw additional shapes, like the whiskers shown on the left.

I'LL MAKE BOTH MY LEGS RED.

Move the Pen to the red leg, display "Functions" with the L1 Button, and press the □ button.

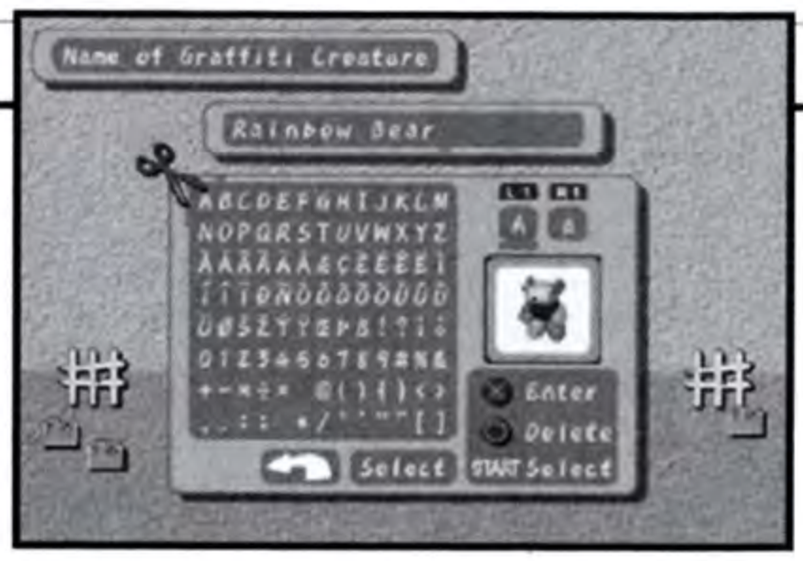
Next, position the Pen on the Yellow leg. Display "Functions" with the L1 button, and press the ✕ button to repaint the leg red.

You have thus completed your very own creature. Press the ○ button to display the Full Body Menu and select "Complete" to finalize your drawing.

NAMING YOUR GRAFFITI CREATURE

When you've completed your initial drawing of your creature, a "Name Entry" Screen will appear. You creature's name can be up to 10 letters long.

directional buttons	Select Letters
✕ button	Press this to pick a letter or, upon having entered your name, to finalize your selection by pressing it while your cursor is on "SELECT".
○ button	Press this once to erase one letter.
START button	Finalize name selection.



EDITING YOUR ATTACKS

This option allows you to change the attacks your Graffiti Creatures can use. Select the "Card Holder" option in the "Page Menu" window, and you can access the "Edit Attack" option in the editing menu.

EDIT ATTACK

Here you can edit your creature's attacks. Select the button of the attack you wish to change, and the type of attack. Upon selecting "Action", select your attack of choice. If an attack requires 2 parts to unleash, you will have to edit your attack position as well.

SELECT MOVEMENT

Here you can edit your creature's movement style.

SELECT VOICE

Here you can edit your creature's voice.

WHEN TO USE THE ATTACK EDIT

Anytime you capture a little devil, you will inherit its attacks and moves (ref. pg. 13). While attacks are necessary to defeat little devils, they also count in getting you through the level. Be sure to check all collected attacks and moves once you reach The Notebook Monument.

ATTACK TYPES

All Graffiti creatures and little devils are equipped with a their own attacks and moves. Broadly speaking, there are 7 types of attacks that can be used throughout the game.

BODY ATTACK - Tackling, Exploding, etc.
ARM ATTACK - Straight Punch, Hook...any attack involving an arm.
LEG ATTACK - Spin Kick, Stomping...any attack involving a leg.
TAIL ATTACK - Tail Slap...any attack involving the tail.
WEAPON ATTACK - Hammer Thrash...any attack involving a weapon.
CHARGE ATTACK - Shot, Press, Beam...any attack that involves charging.
MOVE ATTACK - Jump, Fly, Dash...any attack that involves moving.

ATTACK PROPERTIES

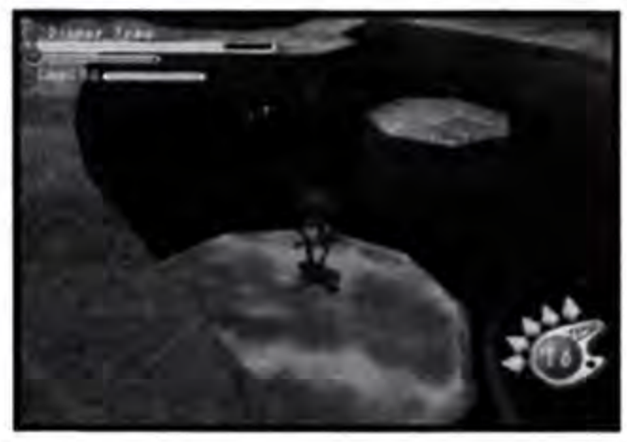
Some attacks involve the use of certain properties, such as fire or water. These must be used at the right times in order to proceed through the game.

ATTACK COMBOS

You can edit your "Attack Combos" with the □ button. Combo attacks cannot be used at the beginning of the game. However, as Pixel's level increases, you will receive more attack combos. Have fun creating your own original combo attacks to defeat your enemies. As shown on the right, by pressing the □ button, you can combine a "Straight Punch", "Bend Hook", and "Lightning Spin Kick" into one wicked combo!

"THERE'S A RIVER IN FRONT OF YOU. WHAT WILL YOU DO?"

In this case, the "Cool Chop" was edited to allow the Character to easily cross the river. But wait, that's not all! You can jump over the river as well! There are so many combos you can create on your own. Use your imagination and have some fun!



Q&A
(WHAT DO I DO WHEN ?)

Q1) But I can't draw!!
A) There are lots of people who cannot draw very well at first. However, if you keep playing and constantly draw, you will gradually get better. Just remember, it's only a game...you're not being judged by how well you can draw.

Q2) How do we use the little devils to their full effect?
A)When you've transformed into a little devil, first, test out what it's capable of by pressing all the buttons and seeing what they do. Little by little, you will get the hang of it.

Q3) Tell me how to defeat the boss!
A) The trick is to observe how the boss fights, and look for any weak spots he/she may have. Be sure to think carefully in judging what attacks will work well on the boss.

Q4) I acquired new attacks, but I can't use them!
A) You need to have the right parts in order to carry out the attacks you have. For example, you cannot "Punch" if you don't have any arms, can you?

Q5) What do I do if I want to exchange creatures with my friend?
A) Go to the Page Menu in the "Story Mode" screen. Here, I'll explain it in more detail below.

- **If You Were to Acquire a Creature From Your Friend**

Go to the "Card Holder" option in the Page Menu, and select an empty card (or one you don't mind overwriting). After you select the "A Different Graffiti Set" option, select "Player Box", and select the MEMORY CARD slot your friend's memory card (PS2) is inserted into. Select your creature of choice, and set it in your own Card Holder.

- **If You Were to Give a Creature to Your Friend**

Go to the "Card Holder" option in the Page Menu, select the card you wish to give away, and select the "Save to Player Box" option. Your friend will then select the MEMORY CARD Slot where your Player Box data is stored in. He/she should then pick the card you offered, and save it to his/her Card Pocket.

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